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SNK

CRYSTALIS™

INSTRUCTION MANUAL

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Thank you for selecting CRYSTALIS from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this manual carefully and save it for future reference.

WARNING

- As this Game Pak is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the connectors and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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THE STORY OF CRYSTALIS

It has been said that an ending is merely a beginning in disguise. And so it was that when the Great War engulfed the world, bringing civilization as we know it to an end, it ushered in the dawn of a new era. An era in which science and technology were shunned – for they had proven to be mankind's downfall – and the ancient arts of sorcery and magic were revived.

As the survivors slowly rebuilt their world, towns and villages began to spring up, and the wisest and most capable of the magicians used their magic to keep order. Peace reigned over the land for a hundred years . . . Until a powerful magician named Draygon, intrigued by the forbidden ways of science, began to study the principles of machines and flying. Realizing the power he might wield if he combined his magic with technology, his mind became twisted by the urge to control and dominate his fellow men.

Draygon created a computer capable of simulating his magic powers. He placed it in a floating, fortified tower; and from this airborne fortress, he built and controlled his growing empire, until the entire planet was threatened by his ever-spreading evil.

In an attempt to combat Draygon, the other magicians constructed a series of powerful swords, along with powerful items to use with these swords. Based on the basic elements of the land – wind, fire, water, and thunder – the four swords, if used together at full power, would transform into the next elemental stage – that of crystal. This would be the mightiest weapon ever created: the sword Crystalis.

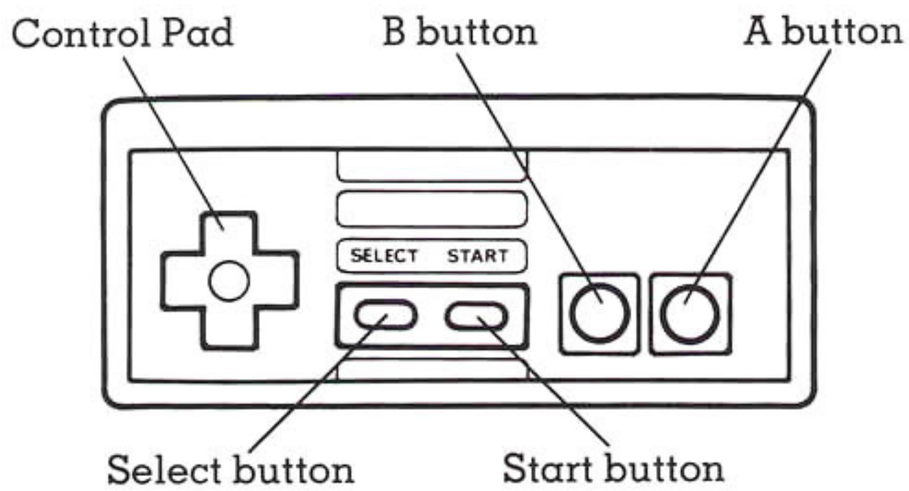
Learning of their idea, Draygon seized the weapons; but they had made them too well, and he was unable to destroy them. Knowing they could only defeat him if used together, Draygon scattered the weapons throughout the land, and stripped the wise magicians of most of their powers.

In desperation, they began to study the writings from the time of the Great War, where they learned of a great magician, the most powerful who had ever lived. He had been imprisoned in a cave and frozen by the evil forces of the Great War, who had hoped to use his powers to control the world after the war. Searching the globe, the wise men found the cave, and were amazed to find that the mighty magician frozen within was a mere lad.

Though they knew it might destroy them, they pooled all of their remaining powers in an attempt to will him back to life. When the boy awoke – his mind a blank, even his name forgotten – they had vanished, leaving him to find his destiny in this strange new world.

In CRYSTALIS, you play the role of the young magician, making your way through Draygon's hostile land in an effort to locate the weapons you will need to defeat him. Draygon's monsters and black magic will threaten you at every turn; but you must not falter – only you can deliver the world from his scourge of evil!

THE CONTROLLER



Control Pad

Move the hero; move the cursor in the shop and/or each screen.

Start Button

Start the game; see and cancel the Status Screen; go to the Sub-Screen.

Select Button

See and cancel the Sub-Screen.

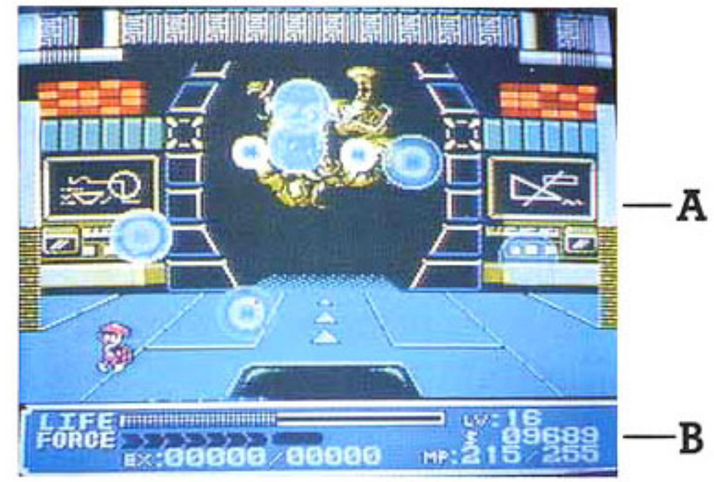
A Button

Choose an item on the Sub-Screen. (When you select a specific item on the Sub-Screen, press A button to use it.)

B Button

Attack by sword; choose items. Press B button to power-up the sword and release the button to attack. Moreover, you can move with the sword powered-up (hold B button).

SCREEN STRUCTURE



A: Shows the action screens and the sub-screens in the game.

B: Shows the parameters of the hero.

Hero's Parameters

LIFE: Hero's Life gauge decreases whenever he gets damaged. If it runs out, the game will be over. The Life gauge is at its maximum when Level 16 is reached.

FORCE: Each sword has 3 levels of power. Attacks will vary depending upon the amount of power used.

EX: Experience points are obtained by defeating enemies. When your points, shown on the left, reach the number shown on the right, you gain a Level.

LV: The hero's present Level. As the Level number increases, the Life gauge and MP limit both increase. The maximum Level is 16.

$: Money which the hero has acquired in order to buy equipment to protect himself, and tools to keep traveling. You can get this whenever you destroy monsters, and they might leave a box of treasure in some cases.

MP: This is needed to use magic. The consumption of the magic is shown with numerical figures, and this number is called MP (Magic Points). Whenever you use magic, you lose MP, and when the number comes to 0, you can't use magic any more. To restore MP, you have to either stay in the inn or use an item.

Moreover, the value of MP is related to the level of the hero, and the higher the level is, the higher the limit. The point on the left is the current MP and the point on the right is the maximum of the current MP.

(current MP – 000/000 – maximum MP)

NOTE: if you use the maximum level (level 3) of the sword, you consume points.

Continue

When you are dead in the middle of the game, the screen will return to the title screen after the display of "GAME OVER." At this moment you can select "CONTINUE," and can start the game from the beginning of the stage you died on.

Once you turn off the power, you can't use this mode.

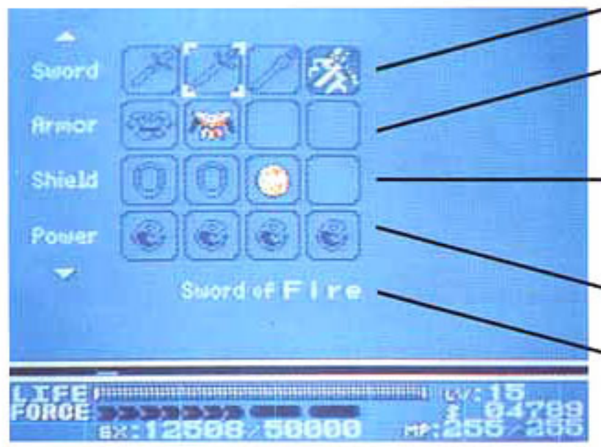
If you lose a life by poison, paralysis, curse, or being turned to stone, you will be normal after pressing "CONTINUE."

SUB-SCREEN

Press Select button to see the Sub-Screen.

Choose a sword, armor, magic, or an item, and save and load.

There are two screens. Press Control Pad up and down to switch screens.



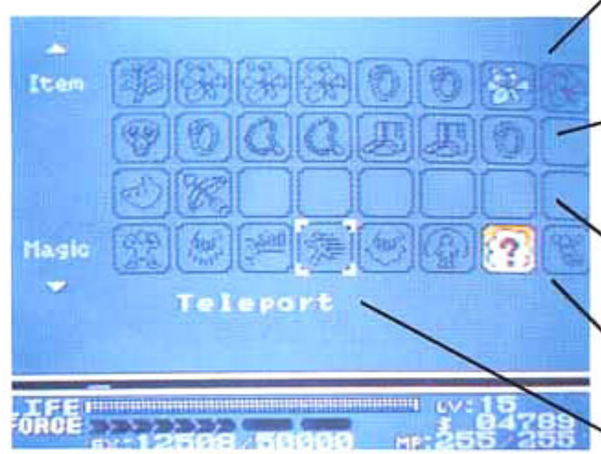
Four Kinds

Maximum of four kinds displayed

Maximum of four kinds displayed

Four kinds

Names of items which you designate by the cursor; also Messages



Items which are consumed – 8 kinds

Equipment which can be worn – 8 kinds

Items related to the story – 8 kinds

Magic – 8 kinds

Name of item and magic designated by the cursor; also Messages

Controlling the Sub-Screen

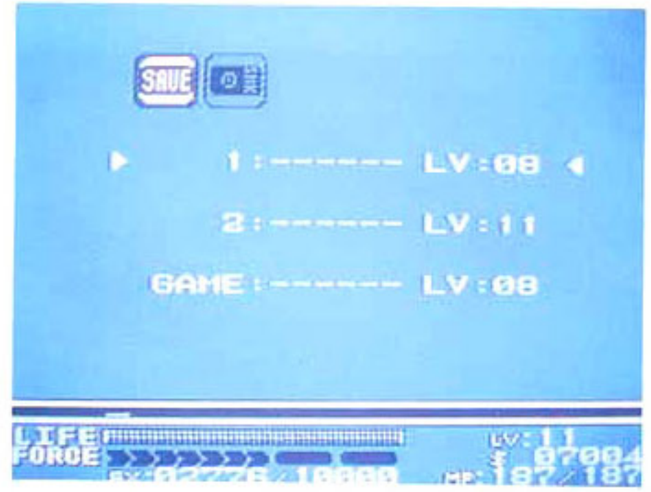
Press Control Pad to move the cursor, and press A button to wear equipment or choose a tool. Press A button again to cancel your command and make your choice again. When you want to drop your items, move the cursor to an item which you don't need and press B button. Then, you are asked whether you want to give up the item. Move the cursor to Yes if you want to drop it, and press A or B button. But if you want to give up an important thing (a sword) which you can't abandon, the words "You cannot drop!" appear on the screen.

Giving Items Away

While on the Sub-Screen, select an item you wish to use. Then, when you contact people or animals that you want to give something to, press the B button.

SYSTEM SCREEN

Press Start button on the Sub-Screen to see the System Screen and use SAVE and LOAD.



You can use SAVE only in towns and fields – A maximum of 2 games may be saved.

After selecting SAVE and LOAD, press A button; the name of the game and level will be designated by the cursor.

Press Control Pad right and left to choose SAVE or LOAD. Press Control Pad up and down to select data.

Press A button to see, "Do you want to SAVE or (LOAD)?" Press Control Pad right and left to choose Yes or No and press A button.

Press B button to cancel the System Screen.

The following message comes on at the places where you can't save data: **"Cannot save!"**

STATUS SCREEN

During the game, press Start button to see the Status Screen of the hero, which shows the current conditions of the hero at a glance.

Levels

There are 16 levels.

You can go to higher levels by increasing points. As the level goes up, the higher the points of each ability of the hero becomes. These points show his strength with relation to WEAPONS and TOOLS being used.

Status

As the hero proceeds, his body will show various conditions from obstacles on the ground and attack from enemies.

NORMAL: A normal condition.

POISON: A condition of being affected by poison. While this sign is on, PHYSICAL STRENGTH goes down little by little.

PARALYSIS: Half of his body is paralyzed. He can move his body, but he can't power-up his sword.

TURNING INTO STONE: His body turns into stone completely. He can't walk or attack.

CURSE: He becomes a little monster temporarily. The only thing he can do is walk.

Physical Strength

The figure of the current HP of the hero is shown.

The figure on the left is the current HP, and the figure on the right is the maximum of the current HP.

(the current HP – 000/000 – the maximum HP)

Attack Power

It shows the volume of damage which the hero gives to enemies. It is related to the level of the hero, and the higher his level goes, the higher the attack power is.

Defensive Power

Whenever the level goes up, the figure increases. When the hero uses armor, the figure on the left changes. When he uses a shield, the figure on the right changes.

Armor helps to reduce damage when he gets hit by enemies, and a shield helps to decrease damage by something discharging.

B button: The name of a sword to use by pressing B button.

A button: The name of a magic to use by pressing A button.

Armor: Clothes or armor being worn at the present time.

Shield: Shield being used at the present time.

AREAS AND SCENES

Your quest will take you through a great variety of areas. Here are the different areas, and all of the different scenes within each area.

Area 1: Wind Valley

1) Mezame Shrine
2) Village in Wind Valley
3) Cave of Zebu, a wise man
4) Windmill Shed
5) Sealed Cave

Area 2: Cordel Plain

1) Town for travellers
2) Tonel's house in the Plain
3) Maze of Forest
4) Oak Village
5) Poisonous Swamp
6) Amazones Village

Area 3: Mt. Sabre

1) Entrance to the West Route
2) Training place of the wise man
3) Entrance to the North Route
4) Hut of Nadare
5) On the way of trails
6) Guard station at a barrier
7) Prison inside a maze of ice
8) Top of Mt. Sabre

Area 4: Capitol of Water

1) Portoa, Capitol of Water
2) Queen's Palace and Fortuneteller's home
3) Cave under the falls
4) Lake with a lime tree
5) Room inside the lime tree
6) Underground waterway
7) Lamp in a cave
8) Kirisa plant in a cave
9) Boat rental shop

Area 5: Angry Sea

1) Hut to watch the beach
2) Cave in the sea
3) Joel Island
4) Lighthouse on the cape
5) Evil Spirit Island
6) Sorceror's home
7) Whirlpool

Area 6: A Port Town

1) Swan, a port town
2) Storage at an inn
3) Checkpoint

Area 7: Mt. Hudra

1) Entrance to Mt. Hudra trail
2) Fortress of Shyron
3) Temple of the wise man
4) Cave of Noopah
5) Temple of the wise man

Area 8: A Fortress City

1) The Castle Town of Goa
2) From a way to the Castle to a middle gate
3) From a courtyard to the inside (1F) of the Castle
4) From the inside (2F) of the Castle to the Shinto priest's altar room on the highest floor

Area 9: Death Desert

1) Death Desert
2) Desert Oasis
3) Desert Plain
4) Sahara, a Desert town
5) Pyramid
6) Underground cave leading to the highest floor of the Pyramid
7) King's room

Area 10: Tower in the Sky

1) Inside the tower

List of Towns

You will pass through a total of eleven towns along the way:

1) Leaf
2) Brynmaer
3) Oak
4) Nadare's
5) Porta
6) Amazones
7) Joel
8) Swan
9) Shyron
10) Goa
11) Sahara

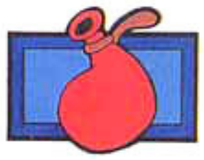
TYPES OF STORES

Inn

Recover HP and MP of the hero completely; will also recover poisonous and paralysis conditions.

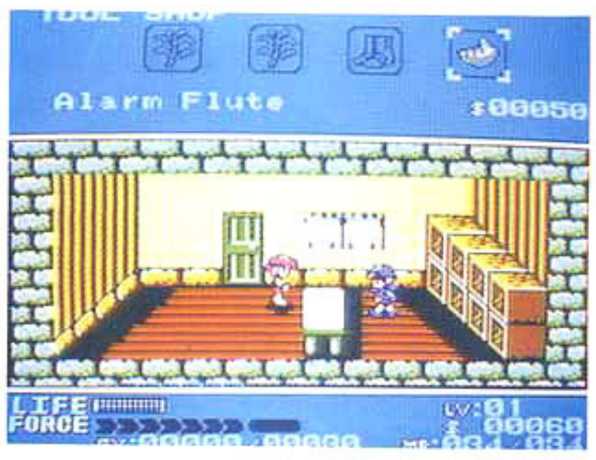
Armor Shop

Sells armor and shields; items will vary in different villages and towns.



Tool Shop

Sells medicine, herbs, and items.



Pawn Shop

Hero can sell unnecessary items and armor he doesn't want any more.

Tavern

A plaza where people come and rest in the town. People talk about various things here.

Not all towns and villages have all shops, and some shops will not have signs.

TYPES OF ITEMS

There are four groups of items: Weapon (Sword), Guard, Tool, and Power-Up Items.

Weapon (Sword)

There are four kinds: Sword of Wind, Fire, Water, and Thunder. Their effectiveness will depend upon levels and races of enemies. The swords will also destroy obstacles (walls, etc.) which stop the hero's progress.

Guard (Shield, Armor)

There are 8 kinds of shields and armor. They are different from each other in strength and features. It is important to use them properly depending on places and enemies.

Tools

You need them to continue to travel, and can buy them in tool shops in the towns and villages. Sometimes they will be hidden, and the player must find them in order to use them.

1) Consumable items: When you use it once, it will be gone.
2) Worn items: You can wear them many times, and they become effective when you put them on. (You cannot sell these.)
3) Event items: Important items to carry on the story. (You cannot buy or sell these.)

Power-Up Items (Bracelet, Ball)

They increase the level of four swords and make their attacks stronger. When you get a ball, you can go to level 2; and when you obtain a bracelet, you can move to level 3 (the strongest.) Because of these power-ups, you can destroy walls, freeze water, and call lightning.

THE FIVE SWORDS

Sword of Wind

The Sword of Wind is given by an elder in the Valley of Wind village, Leaf. It is the first sword which the hero uses. It launches a wave of vaccum (vacuum discharge).

Level 1: Discharges wave of vacuum (small).

Level 2: Fires piercing bullet (large).

Level 3: Causes a tornado and wipes out all enemies in front of the hero.

Hero can destroy rock walls at level 2.

Sword of Fire

The Sword of Fire is put on a pedestal as an object of worship by the dwarf group of Oak. It fires a flame.

Level 1: Fires a wave of flame.

Level 2: Fires piercing flame.

Level 3: Causes a big explosion in front of the hero and damages enemies around him.

Hero can break ice walls at level 2.

Sword of Water

The Sword of Water is located somewhere in Portoa, the capital of water. It launches an ice wave.

Level 1: Discharges an ice wave (small).

Level 2: Launches a piercing ice wave in front of the hero.

Level 3: An ice wave spreads around the hero in a circle.

Hero can create ice bridges over rivers at level 2.

Sword of Thunder

The Sword of Thunder is located in a certain place near the village of the wise man, Shyron. It is the most powerful sword. It launches a wave of lightning.

Level 1: Discharges a lightning wave in three directions in front of the hero.

Level 2: Discharges a lightning wave in seven directions in front of the hero.

Level 3: Flashes lightning like a storm; wipes out all enemies on the screen.

Hero can destroy iron walls at level 2.

Crystalis

Crystalis, given by Mesia, is a sword with the combined abilities of four swords.

It can destroy DYNA, the main-computer in the tower. It is a "Key" which makes explosive equipment work in the tower.

GUARD ITEMS

Shields

CARAPACE SHIELD: Made from a shell. Easy to obtain, but defensive power is low.

BRONZE SHIELD: Made of bronze. Defensive power is higher than CARAPACE.

PLATINUM SHIELD: Made of platinum. Doesn't rust; lasts for a long time. Defensive power is higher than BRONZE.

MIRRORED SHIELD: Has a reflective surface. Guards against becoming petrified.

CERAMIC SHIELD: Strong against heat and cold. Defensive power is in the middle range.

SACRED SHIELD: Guards against becoming paralyzed.

BATTLE SHIELD: Good for battles; no particular strong points.

PSYCHO SHIELD: The strongest shield; guards against poisoning, paralysis, and petrifying.

Armor

TANNED HIDE: Made of a tanned hide; doesn't have much defensive power.

LEATHER ARMOR: Made of hard leather, with good water resistance.

BRONZE ARMOR: Defensive power is low, but adequate against most attacks.

PLATINUM ARMOR: Won't rust; lasts for a long time. More powerful than BRONZE.

SOLDIER SUIT: Knitted from metal compound; easy to move in; has good defensive power.

CERAMIC SUIT: Strong against heat and cold; defensive power is high.

BATTLE ARMOR: Covers the entire body; guards even against poisonous attacks.

PSYCHO ARMOR: The strongest armor; it helps to restore your physical strength automatically.

TOOL ITEMS

Consumable Items

MEDICAL HERB: Restores physical strength little by little; can be used while you fight.

ANTIDOTE: Eliminates poison received from enemy attacks and traps.

LYSIS PLANT: Cures a condition of paralysis.

FRUIT OF LIME TREE: Restores a petrified condition to a normal condition.

FRUIT OF POWER: Restores ¼ of total MP; can be used during fights.

MAGIC RING: Restores entire MP; can be used during fights.

FRUIT OF REEUN: Removes enemy curse which changes you into a little monster.

WARP BOOTS: Teleports you back to a town or village you have visited.

OPAL STATUE: If you die, it replenishes all of your life power, and you can continue playing from the point where you died.

INSECT FLUTE: If you play it in a certain place, the Insect Monster appears.

Worn Items

GAS MASK: Protects you from poison gas in the Poisonous Swamp.

POWER RING: Doubles the power of a sword.

WARRIOR RING: Shoots a level 1 shouting wave continuously.

IRON NECKLACE: Doubles the defensive power of armor.

SHIELD RING: Doubles the defensive power of a shield.

DEO'S PENDANT: Restores MP automatically while you wear it. Doesn't restore MP while you are using magic in a battle.

RABBIT BOOTS: Enables you to jump.

LEATHER BOOTS: Maintains your physical strength even when you walk on poisonous ground.

Event Items

ALARM FLUTE: Needed to wake the guard of the WINDMILL KEY.

WINDMILL KEY: Needed to make the windmill work in the Valley of Wind.

KEY TO PRISON: Unlocks the prison door in the ice maze.

KEY TO THE UNDERWORLD: Unlocks the gate to the Underworld.

FOG LAMP: Needed to board the ship which goes from the Capitol of Water to the coast.

SHELL FLUTE: Calls dolphins to help you cross the sea.

X-RAY GOGGLES: Located on Joel Island; lets you see through the secret storage room door.

BROKEN STATUE: Becomes a whole statue when you use the GLOWING LAMP.

GLOWING LAMP: Changes the BROKEN STATUE into a whole one.

WHOLE STATUE: Stops whirlpools in the angry sea so you can cross it.

LOVE PENDANT: Give it to a wise man, and he will teach you the magic of disguise.

KIRISA PLANT: Give it to the Chief of the Amazones tribe, and he will give you a bow and arrows.

SACRED STATUE: Restores a sacred man called Kensue, who was turned into an animal, to his normal condition.

BOW OF THE MOON: Destroys the Statue of the Moon.

BOW OF THE SUN: Destroys the Statue of the Sun.

BOW OF TRUTH: Use it to destroy the Emperor of Dragonia.

FLUTE OF LIME TREE: Restores petrified people to normal.

STATUE OF ONYX: Give it to a person named Akahana in the town of travellers, and he will give you a gas mask.

POWER-UP ITEMS

BALL OF WIND: Powers up the Sword of Wind to level 2, enabling you to destroy the rock wall.

BALL OF FIRE: Powers up the Sword of Fire to level 2, enabling you to break the ice wall.

BALL OF WATER: Powers up the Sword of Water to level 2, enabling you to build a bridge across a river.

BALL OF THUNDER: Powers up the Sword of Thunder to level 2, enabling you to destroy the Wall of People.

TORNADO BRACELET: Powers up the Sword of Wind to level 3 (consumes MP).

FLAME BRACELET: Powers up the Sword of Flame to level 3 (consumes MP).

BLIZZARD BRACELET: Powers up the Sword of Water to level 3 (consumes MP).

STORM BRACELET: Powers up the Sword of Thunder to level 3 (consumes MP).

MAGIC

There are 8 types of magic that the player can use. The hero doesn't know any magic and can't use any at the start of the game. But he will acquire it from a wise man by fulfilling some terms while the game is in progress.

How to Use Magic

You can't use magic unless you select it.

First of all, select the magic you want to use in the Sub-Screen. Then, go back to the previous screen and press A button to use the magic you choose. The name of the item and magic will be designated by the cursor.

When you want to confirm the magic you selected, press Start button to see the Status Screen of the hero. The name of the magic you selected will be shown.

Magic Spells

Using magic will decrease your MP (magic points) in one of three different ways.

To use the following five spells, press the A button once; your MP will decrease by a fixed amount.

PARALYSIS: Puts enemies and townspeople to sleep for a while. It doesn't affect the wise man.

TELEPATHY: Allows you to converse with animals (non-humans), communicate with the wise man, and hear hints about the story.

TELEPORTATION: Moves you instantly to any village or town where you have been before.

RECOVERY: Restores your condition to normal if you are poisoned, paralyzed, or petrified.

CHANGE: Disguises you as a monk, a woman, a Dragonia soldier, or a merchant.

To use the following two spells, hold the A button down; your MP will continue to decrease until you release it.

BARRIER: Protects you from enemy discharge attacks, but won't protect you against direct contact with enemies.

FLIGHT: Allows you to dodge enemy attacks and fly over dangerous places.

When using the following spell, your MP will decrease as your life gauge recovers.

REFRESH: Restores your HP (hit points).

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the delaer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402,Stock No. 004-000-00345-4.

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